entry: call void @llvm.dbg.value(metadata ptr %a, metadata !21, metadata ...!DIExpression()), !dbg!27 call void @llvm.dbg.value(metadata ptr %b, metadata !22, metadata ...!DIExpression()), !dbg!27 call void @llvm.dbg.value(metadata ptr %c, metadata !23, metadata ...!DIExpression()),!dbg!27 call void @llvm.dbg.value(metadata i32 %n, metadata !24, metadata ...!DIExpression()), !dbg!27 call void @llvm.dbg.value(metadata i32 0, metadata !25, metadata ... !DIExpression()), !dbg !28 %cmp11 = icmp sgt i32 %n, 0, !dbg !29br i1 %cmp11, label %for.body.preheader, label %for.cond.cleanup, !dbg !31 for.body.preheader: %wide.trip.count = zext i32 %n to i64, !dbg !29 %0 = call i32 @llvm.vscale.i32(), !dbg !31%extended.vscale = zext i32 %0 to i64 %1 = shl i64 %extended.vscale, 2, !dbg !31 %2 = icmp uge i64 %wide.trip.count, %1, !dbg !31 br i1 %2, label %Pre.Vectorization, label ... %Preheader.for.remaining.iterations, !dbg !31 Pre. Vectorization: %5 = call < vscale x 4 x i64 > @llvm.experimental.stepvector.nxv4i64() $\%6 = \text{call i64} \otimes \text{llvm.vscale.i64}()$ %step.value = shl i64 %6, 2%7 = urem i64 %wide.trip.count, %step.value %total.iterations.to.be.vectorized = sub i64 %wide.trip.count, %7 %8 = insertelement <vscale x 4 x i64> poison, i64 %step.value, i64 0 %stepVector.update.values = shufflevector <vscale x 4 x i64> %8, <vscale x 4 ... x i64> poison, <vscale x 4 x i32> zeroinitializer br label %vectorizing.block vectorizing.block: %9 = phi i64 [ 0, %Pre.Vectorization ], [ %20, %vectorizing.block ] %10 = phi < vscale x 4 x i64 > [%5, %Pre. Vectorization], [%21,... %vectorizing.block ] %11 =and <vscale x 4 x i64> %10, shufflevector (<vscale x 4 x i64>... insertelement (<vscale x 4 x i64> poison, i64 1, i64 0), <vscale x 4 x i64> ... poison, <vscale x 4 x i32> zeroinitializer) %12 = icmp eq <vscale x 4 x i64> %11, zeroinitializer %13 = bitcast < vscale x 4 x i1 > %12 to < vscale x 4 x i1 >%14 = getelementptr inbounds i32, ptr %a, i64 %9, !dbg !37 %15 = getelementptr inbounds i32, ptr %b, i64 %9, !dbg !43 %16 = getelementptr inbounds i32, ptr %c, i64 %9, !dbg !45 %17 = call <vscale x 4 x i32> @llvm.aarch64.sve.ld1.nxv4i32(<vscale x 4 x ... i1> %13, ptr %14) %18 = call <vscale x 4 x i32> @llvm.aarch64.sve.ld1.nxv4i32(<vscale x 4 x ... i1> %13, ptr %15) %19 = call <vscale x 4 x i32> @llvm.aarch64.sve.mul.nxv4i32(<vscale x 4 x ... i1> %13, <vscale x 4 x i32> %18, <vscale x 4 x i32> %17) call void @llvm.aarch64.sve.st1.nxv4i32(<vscale x 4 x i32> %19, <vscale x 4 ... x i1> %13, ptr %16) %20 = add i64 %step.value, %9 %21 = add <vscale x 4 x i64> %10, %stepVector.update.values %terminate.condition = icmp uge i64 %20, %total.iterations.to.be.vectorized br i1 %terminate.condition, label %middle.block, label %vectorizing.block middle.block: %condition = icmp eq i64 %7, 0 br i1 %condition, label %for.cond.cleanup.loopexit, label ... %Preheader.for.remaining.iterations F Preheader.for.remaining.iterations: %22 = phi i64 [ 0, %for.body.preheader ], [ %20, %middle.block ] br label %for.body for.body: %indvars.iv = phi i64 [ %indvars.iv.next, %for.inc ], [ %22, ... %Preheader.for.remaining.iterations ] call void @llvm.dbg.value(metadata i64 %indvars.iv, metadata !25, metadata ...!DIExpression()), !dbg!28 %rem15 = and i64 %indvars.iv, 1, !dbg !33 %cmp1.not = icmp eq i64 %rem15, 0, !dbg !33 br i1 %cmp1.not, label %for.inc, label %if.then, !dbg !36 if.then: %arrayidx = getelementptr inbounds i32, ptr %a, i64 %indvars.iv, !dbg !37 %3 = load i32, ptr %arrayidx, align 4, !dbg !37, !tbaa !39 %arrayidx3 = getelementptr inbounds i32, ptr %b, i64 %indvars.iv, !dbg !43 %4 = load i32, ptr %arrayidx3, align 4, !dbg !43, !tbaa !39 %mul = mul nsw i32 %4, %3, !dbg !44 %arrayidx5 = getelementptr inbounds i32, ptr %c, i64 %indvars.iv, !dbg !45 store i32 %mul, ptr %arrayidx5, align 4, !dbg !46, !tbaa !39 br label %for.inc, !dbg !47 %indvars.iv.next = add nuw nsw i64 %indvars.iv, 1, !dbg !48 call void @llvm.dbg.value(metadata i64 %indvars.iv.next, metadata !25, ... metadata !DIExpression()), !dbg !28 %exitcond.not = icmp eq i64 %indvars.iv.next, %wide.trip.count, !dbg !29 br i1 %exitcond.not, label %for.cond.cleanup.loopexit, label %for.body, !dbg ... !31, !llvm.loop !49 for.cond.cleanup.loopexit: br label %for.cond.cleanup, !dbg !32 for.cond.cleanup: ret void, !dbg !32

CFG for 'foo' function